```
ec::Geometry
#m VAO
#m VBO
#m EBO
# m vertices
# m indices
+ ~Geometry()
+ Render()
+ RecalculateNormals()
+ GetVAO()
+ GetVBO()
+ GetEBO()
# SetupMesh()
# Geometry()
    ec::CubeMesh
   + CubeMesh()
   + CubeMesh()
   + ~CubeMesh()
   + Resize()
```